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Council of Peers

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The **Council of Peers** is a governmental assembly in Lyria and Rivia whose task is to assist the king or queen in ruling the country.

History

Pressure from the resident noble families had been a factor both in Rivia and Lyria even before unification. Wealthy nobles and merchants always knew how to exert just enough pressure to be heard without overstepping. It was thus not unusual for a swarm of sycophants to surrounding the current regent, always just steps away, waiting for the right opportunity to gain just a droplet more influence.

When Rivia and Lyria unified by marriage, the kadre of sycophants doubled, yet the opportunites to influence the regent did not.

This caused a certain level of disgruntelment among those who felt their voices no longer heard. A state of affairs which was deemed too dangerous to endure for long, as such peevedness was the ground from which assassination attempts, rebellions or even coups arose.

The *Council of Peers* was thus the ultimate answer to the problem. As long as the elite had someone who could state their wishes for them, they felt heard regardless.

Structure

Members of the *Council of Peers* are selected from upper nobility. This includes Grand Dukes, Archdukes, Counts, Earls, Viscounts and Barons. Members of the *Landed Gentry* are seen as too minor to be allowed into such a position of power, although an exception could be envisioned for a Baronett, if sufficient heroic deeds can be recounted.

Membership status is granted by the regent directly, and remains the member's right until withdrawn. Members may retire, if they wish, nominate a replacement, but the choice is, fundamentally, with the king/queen.

The council is held in the either in Lyria, in the **Council Hall**, or in **Rivia Castle** - the council always follows their regent when the seasonal change of seat occurs.

In exchange for the chance to influence decisions made by their regent, members of the council are often given tasks to perform. This could be as simple as solving a quarrel between two rival banks ... or as difficult as exterminating a group of bandits that plague the land. Such tasks are usually situational and not a lifelong assignment, or even post. Many of them are nominal, easy tasks thrown to humor members of the council and allow them to gain a tiny bit more prestige. At times, however, they are educational (a punishment in actuality) if the king/queen is displeased.

People of Note

- King Halmand (Regent, Head of the council)
- Count Hector Caldwell (Member)
- Earl Armand Brossard (Member)
- Baron Steffen Vredenbruch (Member)
- Viscount Ermanno Breugel (Member)

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World	Timeline • Faiths & Pantheons • The North • Mahakam • Southlands • Hakland • Ofir • Melukka • Zangvebar
Gameplay	Character Development • Combat • Crafting • Skills • Unique Skill Branches • Magic • Magic school • Trading • Signs • Invocations •

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Locations	
Rivia & Lyria	Broadhead • Craag Ros • Devil's Tower • Duén a'Fir'inn • Dunnock • Gradabor • Hawkesburn • Kaveldun • Khigvor • Loc Eskalott • Melitele Convent • Rastburg • Ravenholme • Ravenkluft Quarry • Rivia (City) • Ruewolde • Scala • Spalla • Tor llawenydd • Waldenrad • Willowhaine
Mahakam	Barrow Hill • Black Brook Vale • Borro's Rump • Colshtock • Crag Pass • Davor's Mine • Dragon's Eye • Drunken Bluff • Fornlam • Gullbratt • Klamat Pass • Langbridge • Lonely Rock • Mahakam Pass • Mare's Islet • Mount Carbon • Stoolcap • Tallbridge • The First Gate • The Second Gate • Twin Peaks
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